

YOU ASKED FOR IT!



NOW IT'S BOSS VS. BOSS.



Responding to thousands of phone calls and letters from players in America and Japan, Capcom has added new features to the Best Game of '91 that are sure to heat things up all over again in '92!

For starters: Four new characters to choose from! The original cast of eight is back as well, but even tougher... and one has a new move!

And now, the ultimate feature... the one you've been clamoring for: Same Character vs. Same Character! That's right — finally, all you Guile players will see who's really the best,



in a fight to the finish — with no excuses! You thought you'd seen it all? Thought there was no more to learn? — HA! How about 50 new matchups never seen before in 2-player mode, along with 46 brand new fighting strategies, for a total of 78 possible match-ups — over twice as many as before! You say you've mastered Street Fighter II. You say you're the best, and no one can hang with your Guile combos? ... But do you have what it takes to master Capcom's new Street Fighter II Champion Edition?

It's Not Over.

CAPCOM®

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Santa Clara, California 95054
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TIME OUT



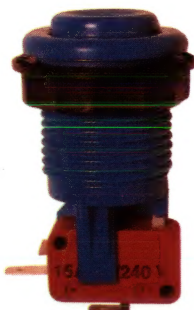
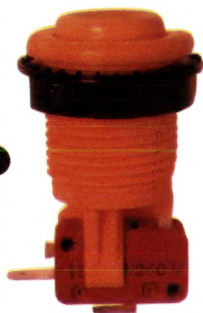
CHAMPION EDITION

This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.



New
Release

MCA 003 Pushbutton Assembly



Our Objectives

At Multicoin we are dedicated to producing quality products of unique and usefull design to give maximum reliability and long trouble free use for the Coin Machine Operator.

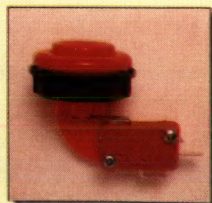
An instrumental factor in helping us acheive our objectives has been the support of the Australian operator, we sincerely thank you for this ongoing support.

Export Quality Checklist

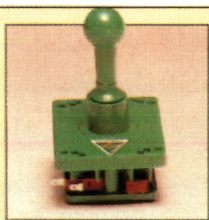
Superior Design Features	✓
Worldwide Compatability	✓
Reliability	✓
Material Selection	✓
Ability to Supply	✓
Competitive Pricing	✓
Ongoing Support	✓

Features:

- Micro Mounting vertical or horizontal all in one
- Quality Nylon constuction
- Stainless Steel Spring
- Fits Wooden or Metal Panels
- Available in seven colours



MCA 002



MCA 101 (E)



MCA 101 (B)



MCA 101 (D)



THE COMPETITION
WOULD HAVE
MADE IT
DEDICATED.



Use your fighting instincts to defeat the fiercest tough guys. Choose your character - the martial arts master, the boxer or the champion kick boxer. Your skills will be their strongest after you master the numerous deathblow techniques. 1 player action or 2 player

cooperative play that requires both players' teamwork. Then it's head to head 2 player confrontation after defeating each enemy.

FATAL FURY, exclusively for the NEO-GEO system! Contact your local SNK distributor for more information.

CLASSIFIEDS

PCB

1 Ajax		\$300	5 Streetfighter II	\$1800
1 Block Block	W/C	\$1450	1 Tetris	\$300
1 D/D 3		\$400	1 Toki	\$500
1 Dragon Ninja		\$250	1 Twin Cobra	\$500
1 Final Blow		\$800	1 Vigilante	\$200
1 Final Fight		\$900	1 WWF	\$250
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1 Hatris		\$250	2 Xexex (Two play E/W Shooter)	\$1750
1 Heavy Barrel	W/C	\$450	Call: Your local agent (1)	
1 Karate Blazers		\$1390	NEO GEO CARTRIDGE	
3 King of Dragons		\$1450	Super Spy	\$300
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2 Magic Sword B Boards		\$300	Cyber Lip	\$400
1 Magic Sword		\$650	Crossed Swords	\$400
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1 Pang		\$450	King of Monsters	\$400
1 Search & Rescue		\$350	Magicians Lord	\$300
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1 Sky Soldier		\$400		
1 Snow Birds		\$500		

ACCESSORIES

2 600 wide Panels	Complete	3 Player	\$200
500 wide Panels	Complete	2 Player	\$140
500 wide Chaston Panels	Complete	1 Player	\$70
5 Steel Doors	second handwith	Ave MK4 Coin Mech	\$150
1 Steel Door	second handwith	4 Ave MK4 Coin Mechs	\$320

CABINETS - Upright

Chaston 500 wide Steel Door	Ave Mech	Excellent cond.	\$1200
1 Operation Wolf Steel Door	Ave Mech	Excellent cond.	\$1400
5 JPM Pound Rush Gamblers	Elec Mech	2-3 years old	\$500
3 JPM Noteshoot Gamblers	Elec Mech	2-3 years old	\$500
Egg Dispensing Machine	Elephant	Near new (eggs available)	\$3500

Call: Your local agent (1)

All PCB listed are X operation. Please allow 1 to 3 days for delivery. Please add GST to all prices.

TEST REPORTS

Australia

Dedicated Games

1. Namco 'Starblade'
2. Atari 'Mad Dog McCree'
3. Williams 'Terminator 2' Gun
4. Sega 'Exhaust Note'
5. Sega 'Rad Rally'
6. Namco 'Final Lap 2'
7. Atari 'Steel Talons'
8. Sega 'Rad Mobile'
9. Namco 'Golly Ghost'
10. Namco 'Four Trax'

Conversion Games

1. Capcom 'Streetfighter II'
2. Capcom 'Knights of the Round'
3. Capcom 'Captain Commando'
4. SNK Neo Geo 'Fatal Fury'
5. Capcom 'King Of Dragons'
6. SNK 'Mutation Nation'
7. Williams 'Total Carnage'
8. Strata 'Rim Rockin' B-Ball'
8. SNK Neo Geo 'Soccer Brawl'
10. SNK 'Pollux'

Pinballs

1. Bally 'The Addams Family'
2. Williams 'Terminator 2'
3. Bally 'Party Zone'
4. Williams 'Hurricane'
5. Bally 'Gilligan's Island'
6. Bally 'Dr. Dude'
7. Williams 'Earth Shaker'
8. Bally 'Harley Davidson'
9. Williams 'Riverboat Gambler'
10. Williams 'The Machine'

USA

Upright videos

1. Midway 'Terminator 2'
2. Midway 'Super High Impact'
3. Data East 'Captain America'
4. Konami 'Sunset Raiders'
5. Taito 'Double Axle'
6. Konami 'Turtles II'
7. Namco 'Steel Gunner'
8. Sega 'Spiderman'
9. Taito 'Space Gun'
10. Taito 'S.C.I.'

Conversion Games

1. Capcom 'Streetfighter II'
2. SNK 'Fatal Fury'
3. Strata 'Rim Rockin' B-Ball'
4. Technos 'Wrestle Fest'
5. SNK 'Football Frenzy'
6. Romstar 'King of Dragons'
7. SNK 'Robo Army'
8. Fabtek 'Raiden'
9. Williams 'High Impact'
10. SNK 'Super Baseball 2020'

Pinballs

1. Williams 'Terminator 2'
2. Midway 'Addams Family'
3. Data East 'Star Trek'
4. Williams 'The Machine'
5. Williams 'Hurricane'
6. Gottlieb/Premier 'Surf 'n' Safari'
7. Williams 'Fun House'
8. Data East 'Batman'
9. Midway 'Party Zone'
10. Midway 'Gilligan's Island'

Hong Kong

PCB's

1. Capcom 'Knights Of The Round'
2. Konami 'Ninja Turtles II'
3. Namco 'Tank Force'
4. NMK 'Hacha-Mecha Fighter'
5. SNK 'Thrash Rally'
6. Konami 'Vendetta'
7. Capcom 'Street Fighter II'
8. Sega 'Spider-man'
9. Capcom 'Captain Commando'
10. SNK 'Robo Army'

Dedicated Games

1. Atari 'Steel Talon'
2. Namco 'Final Lap II'
3. Midway 'Terminator 2'
4. Atari 'Race Driving'
5. Leyland 'Dragon Lair II'

Japan

Conversion Games

1. Taito 'Quiz EDF'
2. Capcom 'Streetfighter II'
3. SNK 'Football Frenzy'
4. Sun Electronics 'Shanghai II'
5. Dynax 'Quiz TV Variety Show'
6. Data East 'Rohga (Wolf Fang)'
7. Capcom 'Knights Of The Round'
8. SNK 'Soccer Brawl'
9. Taito 'Hat Trick Hero (Football Champ)'
10. Namco 'Tank Force'

Pinballs

1. Data East 'Star Trek'
2. Williams 'Terminator 2'
3. Data East 'Batman'
4. Williams 'The Machine'
5. Midway 'Gilligans Island'

CRANES

Skill tester features.

- Only top quality laminate, solid plywood and armour plate glass are used in the construction for maximum safety and security.
 - Proven, reliable Belgian crane mechanism.
 - Electronic coin mechanism programmed to accept 2, 1 and 20 cent coins. Electronic display shows number of credits for coin deposited.
 - Brilliant neon display attracts customers.
 - Prize storage facility within the cabinet.
 - Specially designed prize display lighting makes fun items look even more attractive.
 - Illuminated control buttons provide ease of operation.
 - Electronic prize counting aids reconciliation, and anti-theft prize chute provides security.
 - Optional nudge control.
 - Specially moulded floor to enhance watch and jewellery displays.
 - Perspex fence allows maximum display of soft toys.
 - Available in a range of attractive coloured laminates.
 - High capacity cash box.
 - Smooth-running castors.
- Physical dimensions - width 685mm, depth 980mm, height 1990mm.
- Electrical supply - 230 volts plus or minus 10%, 50 Hertz plus or minus 1%.
- Power consumption - 500 watts approximately.
- "Music and flashing neon sign congratulate every winner!"



NOW IN STOCK

Accepts \$2 and \$1 coins (plus 50c, 20c, 10c)

\$6480 +GST

TIME OUT

CLASSIFIEDS

Classifieds are placed in these columns free of charge to all. Please send a list of available products with your contact number by the 20th of the month to Coin Cascade or your local agent.

SELL

Shadow Dancer	\$700
World Cup '90	\$500
Double Dragon 1	\$100
Double Dragon 3	\$500
Crude Buster	\$400
Silkworm	\$400
Midnight Resistance/panel	\$600
Splatter House	\$500
Aliens	\$600
Sar + panel	\$500
Secret Agent	\$400
Major Title	\$1000
P.O.W.	\$200
Gun Dealer	\$400
Fire Shark	\$150
Block Out	\$500
Omega Fighter	\$150

Call: Your local agent (2)

SELL

Dedicated Machines
Line of Fire
Parrot - egg vendor
Blue Shark Gun
Ice Cold Beer - novelty
Paperboy
New York Captor
Cheyenne - single gun
Spyhunter - driver
Super Chex - ice hockey
Pay Phone

Pinballs

Haunted House
Pinbot
Motordome
F14 Tomcat
Eightball Deluxe

Offers
Call: (062) 86-017

SELL

Calibre 50/controls	\$400
Wardner	\$250
Terra Cresta	\$250
Downtown/controls	\$300
Time Soldier/controls	\$300
Fire Battle	\$150
World Cup Soccer	\$250
Stadium Heros	\$300
Streetfighter 1	\$700
Super Volleyball	\$350
Kamov	\$250
1999	\$100
Crimefighters (4player)	\$600
Klax	\$200
M.I.A.	\$350
Kai Kai Kiki	\$100

Call: Your local agent (3)

SELL

Games Business
Hawkes Bay Area

- 35 Sites
- 176 Machines
- Excellent business with present owner retiring after 20 years

Call: (06) 878-3587

SELL

Juke Boxes

- Seeburg units, 100 play vinyl
- Completely overhauled with remotes
- \$1250 o.n.o.

Call: (03) 499-2079

BUY

Funhouse Pinball

Call: (073) 463-783

Overseas Strategies of Japanese Companies

NAMCO

Customers in 50 countries

Our strategies towards overseas markets are based upon the just-in-time system so that we can supply our products timely and in accordance with the size, need, and maturity of the market.

Namco America Inc. (established in 1990) conducts sales and operations in the American market under the Overseas Division, Namco Europe (established in 1992) in the European market, and the Asian and the Oceanian markets are taken care of directly by the Overseas Division.

The main business of the Overseas Division is to sell products and merchandise to the local subsidiaries, the local distributors and the trading companies, and to plan and operate locations in the USA and the Southeast Asia, mainly.

At present, there are about 40 locations in the USA under the direct management of Namco Operations Inc., the subsidiary of Namco America Inc., and 10 locations are operated by overseas affiliated companies in Hong Kong and 4 other countries of Southeast Asia.

The sales amount of the Overseas Division was around 2.5 billion yen for 1991 and we are currently selling to about 50 countries. The rate of exports from our company is around 5%, which is very low compared with other companies in the industry. This is because we mainly export PCBs and other kits, and assemble them on the spot in order to supply



our products in more suitable form for the local market and at a lower price to our customers.

In the future, without confining ourselves to local production, we intend to go ahead with developing and producing software by the overseas affiliated companies.



Auckland/Northland: Auckland Coin Sales Ph (09) 524-8770 Fax (09) 524-5773
Central N/I: Robert Briggs Ph(073) 463-783 Fax (073) 463-784
Lower N/I: Mike De Ruyter Ph (04) 569-9107 Fax (04) 569-9107
South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

COMMENTS

Auckland Association:

The Auckland Associations working committee on the new Censorship Act has now reported back. Report is presented later in this publication. It is good to see that some action has been taken and that this will continue.

Streetfighter 2 Champion Edition:

This PCB is shaping up as the highest earner ever. Capcom have listened to the operators and have come up with a game that answers those requests. With this type of earning potential available the May School Holidays look exciting.

Wellington papers seem to have moved on to greener pastures after their big disclosures on the 'Fencing Operation' link to Video Centres did not produce any further such operations. It is clear from this 'storm in a teacup' that we must be very careful about how we treat our business in the future and how

we deal with the Media.

A moment of quiet repose would have convinced most journalists that video centres would make terrible fencing fronts. Can you imagine how it would look with lines of teenagers entering your site with all manner of electronic goods and leaving again empty handed.

But clearly we can expect little in the way of common sense and we must remember to expect many journalists to look for the negative angle in any story they present on our business.

Pinball operators are now setting many new Pinballs up on \$1 play and seem very happy with the collections. With the new Streetfighter 2 Champion Edition sure to be a hit we will be shipping all these units with 60 cent pricing labels. 60 Cent play - the way to go.

Internal Affairs

Our Rotorua agent, Robert Briggs has just received a return letter from his local MP advising that ...'The matter has not been given high priority and there does not seem to have been any movement in this regard.'

Robert's enquiry was about the likelihood of centres being licensed.



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NEW PCB's NOW IN STOCK

Price includes: mylar and two player loom

Streetfighter 2 Champion Edition (Capcom, 2 player, Jamma)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

The trilogy continues with this improved/updated version of the hit game from 1990

\$2690

Knights of the Round (Capcom, Jamma 2/3 player)

(This product is marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

King Arthur and the Knights - a game that is surprising many people with its earnings.

Pollux (Jamma, 2 players)

- Air combat game with all the right moves.

\$950

NEO-GEO TWO SLOT KITS

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

(Complete with universal mother PCB, free game, loom, header mylar, perspex, meter and test switch.)

Now for the first time in N.Z. SNK have made available their two slot units in kit form.

Two slot kit complete with free game.

\$2650

Two slot kit complete with two games.

\$2800

(One of your choice and one of ours.)

NEO-GEO GAMES

(All Neo-Geo games/products are marketed in NZ under an exclusive distribution licence held by Coin Cascade Ltd.)

Mutation Nation (Neo-Geo cabinets only)

- Street fighting type of game

\$760

Last Resort (Neo-Geo cabinets only)

- Space shooting style of game with horizontal scrolling action

\$760

Fatal Fury (Neo-Geo cabinets only)

- Top streetfighter II action
- The best game to date

\$760

Soccer Brawl (Neo-Geo cabinets only)

- Top soccer Action

\$760

Add GST to all prices in this book

Overseas Strategies of Japanese Companies

KONAMI

America and Europe on the Move

It was back in January of 1979 that Konami first entered the international market with the release of "Astro Invaders," which was exported around the world. Following this, the legendary "Hyper Olympic," a worldwide hit, gave us the opportunity to strengthen our position and we used it to upgrade our sales position in America and Europe.

Through these efforts, the recognition level of our company shot up very quickly and we now enjoy excellent cooperation with distributors around the globe. Behind these successful results lies the gradual establishment of local affiliates. In November of 1982, Konami America Inc. was set up in Los Angeles. In 1984 we moved our operations to Chicago, the "Mecca" of the software market. Here, a new research facility was established that developed amusement software and related products for the American market. At present, in addition to the Chicago head office, there are sales offices in New York and Los Angeles.

The European market was not forgotten either. In that same year, we also set up affiliates in London and Frankfurt, with the purpose of having a systematic structure for dealing with Europe. Those

of you who attended the recent IMA and ATE shows in London and Frankfurt, respectively, were able to witness the latest creation from Europe, "Asterix." This game, according to Richard Dunn, is the long awaited follow-up to the previous smash hit "Sunset Riders." Based on the popular animated character, we expect that this game, which was over five years in the making, to be every bit as successful as our other animated special, "The Simpsons." As we respond to the needs of customers in all parts of the world, such creative projects as these, which are geared towards a particular market segment, will continue to assume more importance in the future. Konami is deeply committed to providing our overseas customers with familiar concepts and exciting products. As the European market will continue to become more important with the integration of the EC community at the end of this year, we have a large stake in its future.

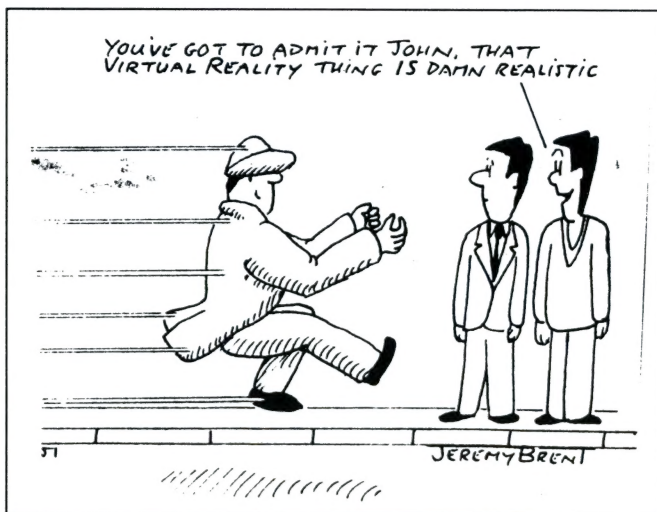
At present, there are close to 100 people working in our overseas operations, and both the Japanese and local staff members are making every effort to broaden the company's development by working closely together.



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Coin Cascades NZ exclusive products & expiry dates

Captain Commando	Capcom	23 October 1992
Wrestlefest	Techmo/Technos	7 August 1992
Final Lap 2	Namco	3 October 1992
King of Dragons	Capcom	29 July 1992
Three Wonders	Capcom	15 May 1992
Neo-Geo Games/Cartridges	S.N.K.	Continues until terminated
Sunsetriders	Konami	18 September 1992
Terminator 2 - Video gun	Midway	18 September 1992
Dragons Lair 2	Leland	5 September 1992
Knights of the Round	Capcom	20 December 1992
Streetfighter 2 - champion edition	Capcom	28 February 1993



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AOU: BIG GAMES DOMINATE

FOR a country which made its name by miniaturising everything, Japan seems to have gone in the opposite direction - at least in its current tastes in video games.

The AOU, a federation of local operators' associations in Japan, held its annual exhibition at the Makuhari Messe, Tokyo, this week and the show was dominated by big games and big rides.

Foreign visitors were surprisingly limited, considering the fact that the show is effectively the spring version of the big JAMMA show which is held in the autumn each year. Those who were there, however, got the cream of the latest crop of offerings from the Japanese trade.

And big games dominated the exhibition, from the major stimulators to the multiple sit-on rides linked together to the ordinary pcb games presented in 50-inch cabinets. The move seems to be a general bid to spread the net somewhat wider for a Japanese industry conscious of the fact that the appeal of coin-operated games is not going to last forever.

The trend has been constantly upwards in Japan, despite the peaks and troughs experienced in other parts of the world. Half a million video games are out there and a tail-off as been expected for a couple of years but has not happened. Instead, the gradual upwards trend in the graph has become shallower, but has persisted upwards.

Everyone has predicted a plateau but its non-appearance has probably been because of the rise of games rooms in shopping malls. This has helped both dedicated and pcb games, but the boost cannot be more than temporary.

The general downturn in the fortunes of games in the exports market has been noticeable in many of the big companies' annual figures and so has the attempts to widen the base of the business. The move into major simulators and generally bigger games may be seen as a manifestation of the concern at the erosion of what is the traditional business.

At AOU there was an excellent platform for the big new games. The show, always previously a poor relation of the JAMMA show—undeserved, in my view—visitors found 50 exhibitors widely spread in a floor area 100 per cent bigger an last year when there were 46 exhibitors. The majority were straightforward video games manufacturers with a strong selection of kiddie rides producers—a market which remains strong in Japan.

Fifty-inch monitor cabinets were there from Sega, named the Megalo 50; from Taito, named the Taitrovision 50; and from Daisho, the Daisho Shokai, all twin-player games, all with 50-inch monitors and all looking pretty much the me—big graphics from big screens.

The basic idea is not new, the Italians notably having been to this market for some time. Taito and Sega were into the major sit-in simulators in a big way and Namco had the new Suzuka 8-Hours, a motor cycle sit-on race game. Ideally, eight of the cycles are sited together racing in sequence, but in Europe singles and pairs will be sold.

In board games, the visitors were flocking to the Capcom stand to see if Street Fighter II has been supplanted by a new model. They were destined to be pleased. There was no Street Fighter III, or Son of Street Fighter, or Street Fighter Come Home. But there was Street Fighter Champion Edition, an enhanced version of Street Fighter II which has dominated the market for the past 12 months.

Novelties were high on the agenda in Japan, the throwing games, the whacking games, popcorn venders, reaction testers and all kinds of fun devices, again probably a bid to widen the base of the industry and gain a little insurance against the expected fall in games popularity.

But video continued to dominate for the moment, often revealing a sad lack of real innovation in game styles. Cabinet styling and "sensory features" such as sound effects and moving seats, are well advanced, but the market remains locked into the martial arts theme, with occasional forays into driving and shooting and even the old space wars theme.

That does not make them bad games of course, but some variety would be welcome.

In the meantime the strength of SNK's Neo-Geo range continues with Ninja Commando and the Last Resort while Data East showed the pinball Hook - pinball is a rare sight in this "unconverted land" - the new pcbs in Gun Ball, Dark Seal II and Wolf Fang.

Konami's newcomers featured Hexion, a build-up-shapes game and GI Joe, the commando-style fighting game. Surprisingly, Asterix, the big Konami game in Europe was not even featured on the Konami stand. It may be a character known mainly in Europe, but the strength of the game, one might assume, could have given it a market in the Far East.

Europeans were comparatively few at AOU. We saw a scattering of Britons, a couple of Germans, a few Dutch visitors, one from France and that was about it. Everyone else who was non-Japanese was from the US, Taiwan, Korea, Hong Kong and other destinations in the Far East, with the exception of a handful of Australians.

The show is quite certainly underestimated in the West and deserves a higher profile reputation but, at the same time, western markets are considerably depressed at present and the upturn - assuming it comes - may serve to bring people to the show in greater numbers.

In the meantime, AOU demonstrated that the Japanese innovators may be short on variety in game themes, but have plenty of ingenuity when it comes to presentation. The move to large units increases the status of dedicated games on the market and perhaps helps in the perennial war against copiers, a subject which becomes closer to the manufacturers' heart with each passing year.—David Snook.



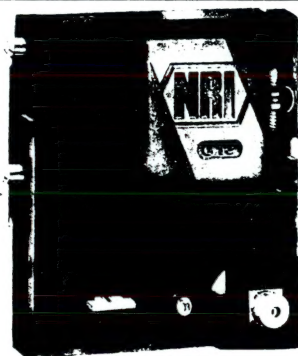
NRI - Excellence

In just 6 months the NRI Electronic coin mechanisms have created a New standard for the 21st Century Operator. Forget about those other brands, NRI is the best, just ask any operator who uses them.



G 13 1002

\$300



G 13 0004

\$300



G 13 1404

\$395

- Tokens accepted, so you can organise promotions at any location.
- Compact size fits most machines.
- Easy to fit — just snaps into position in place of mechanical acceptors.
- Takes money fast!
- G-13 0004 model interchanges

with series 10/100 type used on most pinballs and Coin Controls doors.

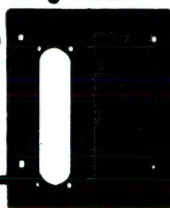
- Quick, sure ways to react against foreign coins or slugs with German-made precision.
- Two bandwidths provides sure control of critical coins.

- Easy bandwidth selection by one switch — instant security against slugs.
- No special power required — just connect to standard 12 volt supply in your cabinet!
- All models are Spark Proof
- Interface Board Supplied FREE

FUNCTION:	G.13.1002 NRI	G.13.1404 NRI	Sentinel Coin Controls	Mars MS III	SM 101 Star Mech
On board crediting	No	Yes	No	No	Yes
Connects to external credit board	Yes	Yes	Yes	Yes	No
Coin counter drivers	No	Yes	No	No	Yes
Number of channels available	6	6	4	4 or 6	3
Programmable for new coins or tokens	All LAI Offices	All LAI Offices	Unknown	Unknown	Unknown
Coin entry	Top	Top	Front	Front or Top	Front

NRI Metal Mounting Plate

Allows easy conversion from Series 1 mechanisms fitted to older model Lowboys to Electronic NRI Coin Mechanisms



Side Arms	\$250.00	The Legend of Makai	\$380.00
Silk Worms	\$450.00	The Leg'd of Hero "Tonma" (Irem)	\$580.00
Simpsons	\$1200.00	Task Force Harrier	\$500.00
Sky Smasher	\$880.00	Tetris	\$700.00
Sky Adventure (SNK)	\$600.00	Three Wonders	\$1600.00
Sky Soldier (SNK)	\$550.00	Thunder Dragon	\$1000.00
Sly Spy	\$500.00	Thunder Fox	\$920.00
Slap Fight	\$400.00	Thunder and Lighting	\$390.00
Snow Bros. (TOA Plan)	\$490.00	Thunder Zone	\$840.00
Space Battleship	\$480.00	TMNT	\$960.00
Splutter House (Namco)	\$810.00	Truxton	\$580.00
Spiderman (2 player)	\$1700.00	Toki (Tad)	\$700.00
Shadow Dancer	\$870.00	Turbo Force	\$1020.00
STG	\$900.00	Twin Bee II	\$1050.00
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(Video System)(Dart Fox Type)		World Cup '90 (Ternco)	\$640.00
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Galop	\$1100.00	Ninja Spirit	\$550.00
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Monster Land	\$400.00	Rush and Crash	\$250.00
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Mustang	\$520.00	S.A.R	\$640.00
Mutant Fighter	\$920.00	Salamander	\$400.00
Nemo	\$1360.00	Secret Agent (S'SPY)	\$480.00
New Zealand Story	\$540.00	SD Gundam	\$1000.00
Ninja Gaiden NF	\$540.00	Shadow Dancer	\$735.00
Ninja Kids	\$1200.00	Shinobi (Sega)	\$600.00

AMOA

Another meeting of the Amusement Machine Operators Association was held on Tuesday 10th of March. This is becoming a habit but with a few drinks, a few nibbles and an interesting agenda made the evening worthwhile.

The sub committee whose brief was to investigate proposed changes in legislation which may affect the industry reported back to the Association:

The policy of the Government is to introduce new legislation on Censorship as soon as a bill can be drafted. Because a bill could not be drafted in time for Parliament, a White Paper on Censorship and Pornography proposal for legislation was released approximately eighteen months ago. The White Paper was prepared by the Justice Department, Women's Affairs, and input by Internal Affairs.

Copies can be obtained from Government Print bookshops. The Industry need not concern itself too much at this stage as most operations run a clean operation within the meaning of the proposed legislation definitions.

The difference between the old legislation and the new proposed legislation is that (Page 34) 'Video Game' means any video recording which is designed for use wholly or principally as a game.

This means that video games are now included under the proposed Censorship and Pornography Bill.

The next stage is for the White Paper to be redrafted and then goes before the Select Committee.

The redraft will be available for public input as the Select Committee and at this stage the industry may well need to make comment and presentation to the Select Committee.

Finding out when the Select Committee meets may depend on national news comments or regular enquiry or Kiwilink through the National library.

The meeting considered that more effort by operators to publicise the positive things about their operations, eg. lending machines to I.H.C. etc, and getting teacher/parents comments, plus newspaper coverage.

We need to attempt to change to public's perspective about the industry.

That's all for now.

New Boy in the Industry
Darrell Skiffington
Auckland

1st release

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Block Block	\$1350.00	Dragon Ninja	\$710.00
Blood Brothers	\$860.00	Dragon Sabre	\$1300.00
Bomber Man	\$1480.00	Dragon Spirit	\$850.00
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Bonanza Brothers	\$560.00	Dyna	\$1300.00
Cabal	\$560.00	Edward Randy	\$660.00
Caliber 50 (seta)	\$750.00	Elevator Action	\$220.00
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Chelnov	\$380.00	Eswat	\$650.00
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Cobra Command	\$450.00	F1 Grand Prix	\$1750.00
Columns II	\$968.00	Fighting Fantasy	\$470.00
Crime Fighters	\$800.00	Fighting Hawk (Taito)	\$550.00
Chopper 1 (SNK)	\$400.00	Final Blow	\$1100.00
Cabal	\$320.00	Final Fight	\$1300.00
Choplifter	\$290.00	Final Round	\$670.00
Champion Wrestler	\$750.00	Finalizer	\$250.00
Combatribes	\$550.00	Fire Battle (Taito)	\$200.00
Cotton	\$680.00	Flying Shark (Taito)	\$400.00
Commando	\$400.00	Formation Z	\$200.00
Crime City	\$980.00	Free Kick	\$320.00
Cross Blades	\$850.00	Galaga	\$320.00
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		Gaplus	\$320.00

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Bumper Body	\$10.00
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Coil	

Quantity / Indent discounts on All Parts

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6 Digit gas discharge	\$90.00
7 Digit gas discharge	\$95.00

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Rod Spring	\$4.00
Shooter Housing	\$50.00
Rubber Shooter tip	\$1.00
Rod Assembly	\$30.00
Ball Shooter Sleeve	\$4.00

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Flipper - new long life	\$4.00
Flipper - standard	\$2.00
Plunger tips	\$1.00
Rubbers:-	

Size	Unit	10+	Size	Unit	10+
3/4"	1.30	\$11	3"	\$2	\$18
3/8"	1.30	\$11	3 1/2"	\$3	\$28
1"	1.90	\$16	4"	\$4	\$38
1 1/4"	1.90	\$16	4 1/2"	\$5.50	\$50
1 1/2"	1.90	\$16	5"	\$4	\$38
2"	\$2	\$18	5 1/2"	\$4	\$38
2 1/2"	\$2	\$18	6"	\$4	\$38

BULBS

	Unit	10+
Wedge bulbs 14 volt	1.95	\$17.00
Wedge bulbs 6.3 volt	1.50	\$13.00
Standard	.90	\$7.00
Bayonet bulbs, large (GE89)	1.60	\$14.00

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Pinball front door lock/bracket	\$25.00
Pinball cash box	\$50.00
Drop Target return springs	\$1.50
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Posts	\$4.00

From The Editorial Room

The past few years have seen depressed business conditions in American game centres due to the influence of home video games. We in Japan are well aware of the problems that the American industry faces as we ourselves experienced the same circumstances approximately six years ago. It was actually as far back as 1983, when the Famicom was first developed, that industry sales began to decline. By 1986, when Famicom sales had peaked, the coin op market entered a severe slump. The participation rate in the market, which until 1983 had been almost 20%, saw a huge decline, and the market base shrunk by two thirds. Operators were pessimistic about future sales, and those companies that served as a third party to Famicom by assisting in software production were roundly criticized by those within the industry.

However, things turned around in 1988, and the following year the industry began to regain the ground it had lost. Although the participation level was still low, the market base for 1990 had been revitalized, as compared to 1984, when the standard had been lower. In 1991, locations reported revenue increases of around 20% as compared to the previous year and the market base for 1992 is predicted to be around US\$3.9 billion. In general, most people in the industry now recognize that the days are over when everyone had to worry about what the home computer companies were doing.

There were, however, a number of very solid reasons for the turnaround which can be briefly summarized as follows.

1. The creation of clean, modern locations which brightened up the image of game centres.

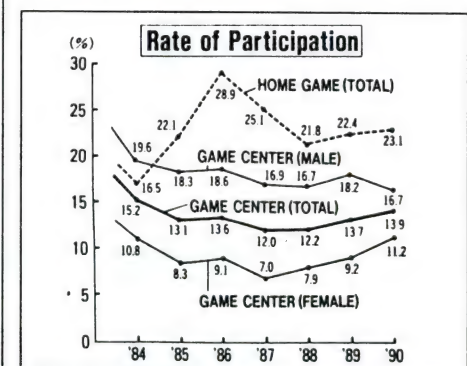
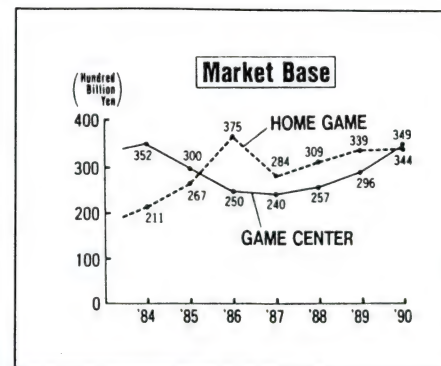
2. New machines developed for the home market didn't go over very well with home computer users. On the other hand, Video games improved their quality and offered large scale cabinets and monitors.

3. Crane games offered a variety of plush toy prizes that were quite popular with couples and women.

These were the basic reasons, but there were others as well. Although with the spread of home games players temporarily stayed away from game centres, this led to a situation where a game centre's customers were trained on home video games. Today, the strengths from both industries have been joined together for the mutual benefit of everyone, and the relationship between the two continues to grow.

There is one more important factor as well. As mentioned prior, more and more women began playing, especially crane games. As we can see by the graph, the number of male customers did not increase by much, but the participation level of female customers saw a dramatic rise, by 60%, when you compare figures for 1987 and 1990. Today, the motto among operators is "Creation of a game centre that appeals to women." Those operators in Japan who ignore the power of this market segment stand to get left behind.

The Famicom boom peaked in Japan around 1986 and in America around 1989. The Japanese industry was able to recover and we hope that this year, the American market will revitalize itself as well.



SPECIAL INTERVIEW

Mr. Kenzo Tsujimoto
PRESIDENT, CAPCOM Co., Ltd.

Interviewed By Coin Journal Co., Ltd.

JAM-I'd like to start off by asking about your reasons for entering the amusement industry.

MR. TSUJIMOTO: My father died when I was young, and since I wanted to sell my own products rather than work for a company, I worked at first with one of my relatives, who taught me the business. At 23, I started my own company and sold a wide variety of products. When I was around 30 years old or so, I established a company that leased amusement games. At that time, automatic vending machines were just coming into their own and were spreading throughout the country. I therefore said to myself, "Vending machines sell only a certain variety of products. Compared to this, selling the enjoyment of people and game machines interacting is a much smarter business. Selling food and drinks is an industry for the stomach, but game enjoyment has a much deeper feeling and leaves greater satisfaction." I therefore began to lease flipper games. After I had gotten into this business, the Block and Space Invaders boom took off, in the late 1970's. We expanded our business into the production and sales sector as well. Our company grew by leaps and bounds over a very short period of time. Then suddenly, the unexpected occurred. The Invader boom fizzled out as quickly as it had begun and there were management differences with the board of directors. As a result, I eventually resigned my position.

5000 Units Of Fever

JAM-It was in 1983 that Capcom was formed.

MR. TSUJIMOTO: I received a lot of encouragement from my friends and began by



focusing the company's business on development. In that same year, we developed and sold Fever Chance, a roulette-style token game. This game was so successful that we were able to sell 5000 units. The game also bore some resemblance to Three-Seven, a pachinko (Japanese pinball) product, and I think that this was another reason for its success.

JAM-Following this, Capcom released a large number of hit games such as Senjo no Okame (Commando), Ghosts-n-Goblins and Final Fight. I would like to ask you about your basic strategy concerning development...

MR. TSUJIMOTO: I try to envision whatever product we produce as having a three year life cycle. We therefore try to predict what hardware and software needs will be three years prior to development and match our plans according to those needs. When the company was first

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mech return spring		\$4.00
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Panel Mylar Overlay		\$80.00
Streetfighter panel		\$250.00

CONTROL PANELS/ METAL WORK

Single Player/Double Player	\$45.00
500m Wide	\$45.00
Taito Japan	\$70.00
Three Player	\$90.00
Four Player wooden base/metal top	\$225.00
Four Player metal- neo geo style	\$275.00
Control Smooth Top bolts/nuts	\$1.00
Control Panel Clamps	\$ 8.50

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CABINET PARTS

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(Metal single / Double mech.)	\$85.00
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(Taito type)	\$30.00
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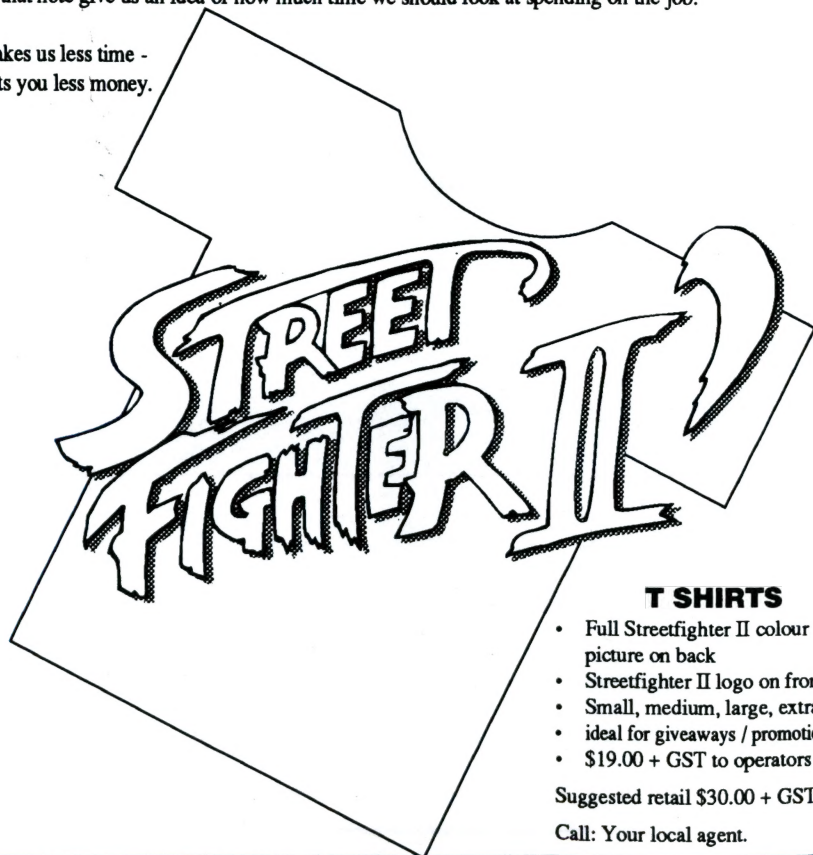
Because of the huge range of monitors being operated in N.Z. many parts can no longer be obtained for repairs and hence we are interested in purchasing old monitors (working or not). If you have any old monitors for sale, please send us a list.

What is it worth:

If you are sending older pcb's of lower value to us for repair it is very helpful if you can:

1. Include a note with each unit to explain the fault.
2. In that note give us an idea of how much time we should look at spending on the job.

If it takes us less time -
it costs you less money.

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South Island: Gary Walker Ph (03) 338-1411 Fax (03) 338-1410

SPECIAL INTERVIEW

established, we were of course very lucky in the sense that immediately after we opened our doors, the family computer boom occurred. However, there were a large number of companies who were reaping the rewards from this boom, and there were many within the industry who forecast that there would follow a period of very intense competition among these same companies. We knew that we had to make additional plans for the future and we therefore began to concentrate our efforts on the development of the commercial market. Although at this time we had a 50-50 share in both the family computer and commercial markets, it wasn't long before the 16 bit computer came out. With this phenomenon, it was now possible to utilize game software developed for the commercial market on the 16 bit computer. I knew that we had been very lucky. As one result of this, Final Fight became a million seller.

At the same time, those of us in the manufacturing sector realized that our customers were operators and distributors, not people who directly participated in the games. The real customer of our products was the person who wanted to play and enjoy the game. Therefore, as a manufacturer, we realized that it was always necessary to consider the needs of the player when developing our products; how to basically satisfy the customers desire for an entertaining game.

An Idea Whose Time Had Come

JAM-The CP System received rave reviews from operators when it was first introduced. Can you tell us a little about the thinking behind this concept?

MR. TSUJIMOTO: Then, as now, if a game's life cycle was short, the operator had to replace games one after the other. Obviously, the constant introduction of new machines can cause a lot of

difficulties. To solve this problem, we created a system whereby the game could be resold as a new machine. The operators were thus offered a machine at a low cost. From the point of view of the manufacturers, we could now manufacture excellent products for the inside of the game rather than just enlarge the quantity of graphics. In addition, as you are aware of, the problem of copy boards has become quite serious as of late, and this system had the merit of dealing with this problem, as well as the IC parts problem, among others.

JAM-What kind of recognition does the amusement industry have?

MR. TSUJIMOTO: Well, I think in the not so distant past, people saw possessing "amusement" as a symbol of luxury and wealth, especially in the days when Japan was rebuilding itself. However, these days people of all types are looking to fill their hearts with comfort and enjoyment. They recognize the positive value of this and we are now in a new age, where people demand such things, as opposed to merely dream about them. Behind this evolution lies Japan's economic success and the reduction in working hours, as well as an increase in personal income. Socially, Japan is changing as well. More than ever, people are reevaluating their attitudes and ideas about life and there is a desire to fulfil one's self by making the most of one's free time. People want to pass their time in luxury. Such is the motivation of those living in "advanced leisure countries."

In this kind of environment, the recognition of the industry as one which is a central growth market, based on a variety of leisure related analyses, is quite high. Therefore, within the leisure industry in general, it is the amusement industry which has most been able to match high technology with the needs of the age, and is thus thought of as a highly desirable industry.

SPECIAL INTERVIEW

An Advanced Media Form

JAM-The success of the most recent technology has bought with it a large number of changes. When the success of the application of this new technology was predicted, it was not thought it would reach the level it has.

MR. TSUJIMOTO: Our company is a leader in development and we have a basic formula that we follow. We are in the process of developing video games as a form of media, that is, as a development that can be felt and experienced, not just merely played. Therefore, this media will be something that can lend itself to the growth of sensitivity by providing pleasure, much in the same way comic books, animated features, short stories and movies do. I think that all of these are connected to the concept of leisure. The most recent games which employ high technology have excellent possibilities to be the main catalysts for change in this new era. For this reason, we are expending maximum effort on the research and development of such machines.

The advantage of being the founder of this company, is that its successors, at least in the

immediate and foreseeable future at any rate, will know what to do. However, when the present enterprise reaches success, future generations, ten, twenty years down the road will have to rethink their strategy and be prepared for changes. Therefore, its very important that we lay the groundwork now.

JAM-Finally, I would like to ask you about your dreams for the future.

MR. TSUJIMOTO: I think that the high tech industry and changes in computer images will be by far the biggest advancements and developments in the future but in regards to my personal dreams, I guess I would have to ask "Is just success enough? If you have only success and achievements then you'll become a robot society lacking in human values." I am very concerned about this question. In the future, I think that nature and natural things will become more important than ever for all people. Therefore, I strongly feel that we have to think about how the amusement industry can incorporate nature. Perhaps this is my dream.



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Integral timer, prevents over-run.

MARS MSIII electronic coin acceptor \$1, \$2, 50c, 20c, 10c, coins are accepted accurately and reliably, other coinages available on request.

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Coin counter registers coins paid.

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The coins of your choice. Model 35/45 changers can pay out any single coin or token of your choice: replace the anti spill flap (pre-printed), plug in a new programming module and it's done!

Specification

Dimensions:	Model 35	Model 45
Height	570mm	670mm
Width	410mm	470mm
Depth	170mm	170mm
Coin Capacity:	2000 coins	3000 coins
(10p size)	or tokens	or tokens
Cabinet:	16 swg mild steel plate.	
Finish:	Epoxy powder coat baked on screen print.	
Display:	LED - digit	
Coin Counters:	'Coins out' standard. 'Coins in and out' optional.	
Safety Timer:	Adjustable between 5 and 40 seconds.	
Coins-low indication:	Orange lamp behind reject button (off when empty)	

Ordering Information:

Model 35
1 counter/5 counter coins in only/coins in and coins out value of coin or token designates coin acceptor. Standard acceptor takes 10c, 20c, 50c, and \$1

Model 45
1 counter/5 counter coins in only/coins in and out value of coin or token designates coin acceptor. Standard acceptor takes 10c, 20c, 50c and \$1.

THE INSIDEVIEW

This month has kicked off to a good start with the limited release of Street Fighter II & 1/2. Word has it there are 4 additional characters, 50 new sequences and the ability for both players to choose the same fighter! The introduction of these new features will certainly satisfy game operators and players alike.

On average I receive 5 or more calls a day from kids and other interested parties of the whereabouts they can play this latest Capcom game. With such increasing interest it is obvious to me we have a winner on our hands.

Here are some new releases we have had to opportunity to preview, Soccer Brawl, Mutation Nation, Thrash Rally and Xexex.

Soccer Brawl:

Two player interactive. Similar to World Cup 90 except the players are clad in armour and use somewhat unfair tactics. Fun game to play.

Mutation Nation:

Two player fighting. Similar to Final Fight; Has special control techniques with excellent visual graphics. Looks like another good one for the Neo Geo.

Thrash Rally:

One player racing car. Similar to Super Formula except with better graphics. Uses levers to control the car and buttons to accelerate and brake. Fun for adults.

Xexex:

Two player space shooter. Excellent 3D graphics; Unfortunately the game is too hard even on the easiest setting and there is no way to make it easier.

Best Regards, Kevin Grundy, Stages Timeout, Auckland.



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is
eyes.

Spain Vega

Nicknamed "The Spanish Ninja," he is the quickest contestant in the round up. He is also known for his near obsession with the aesthetic aspects of the fight. For him, the fight is more involved than simply winning and losing; he is not completely satisfied unless he wins with grace and beauty. To Balrog, the fight is just another aspect in his pursuit of aesthetic perfection.

Sure-killing-technique

- **Barcelona Attack** - A rushing attack with unbelievable speed
- **Izuna Drop** - Ninja master's most devastating technique
- **Rolling Crystal Flash** - Penetrates even iron

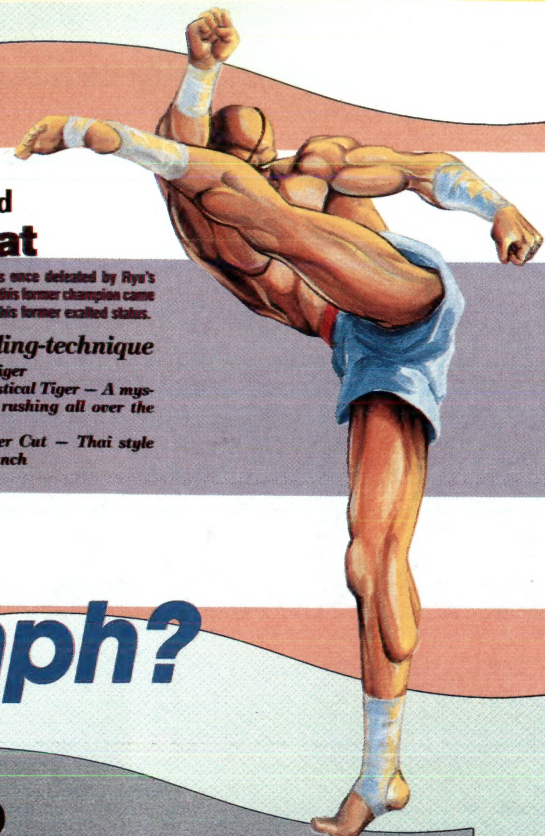


Thailand Sagat

Though he was once defeated by Ryu's Dragon Punch, this former champion came back to regain his former exalted status.

Sure-killing-technique

- **Mystical Tiger**
- **Grand Mystical Tiger** - A mystical tiger rushing all over the world
- **Tiger Upper Cut** - Thai style Dragon Punch



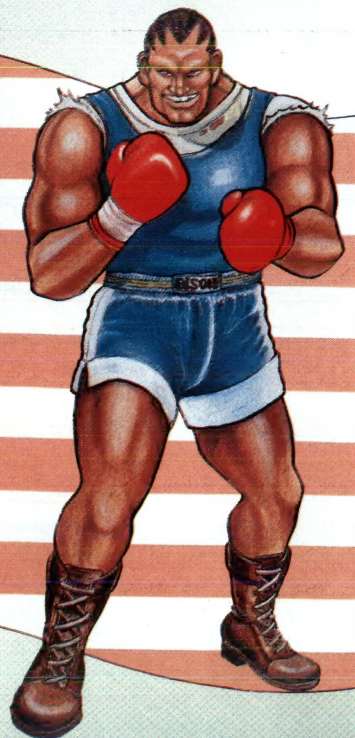
Who will triumph?

USA Balrog

He came to Las Vegas to realize his version of the "American Dream." Since then, he has defeated all challengers in the boxing ring. Though he is already top of the heap, he is still pushing himself, looking for the ultimate fight.

Sure-killing-technique

- **Turning Punch** - Double strength rolling attack
- **Dashing Straight Punch & Dashing Upper Cut** - Render defense useless



Secret Society of Shadlue Bison

The mysterious ruler of the Shadlue, he manipulates auras to his own questionable ends. No one really knows what his master plan includes but many suspect that he does not have his fellow man's best interest in mind. He seems to have been at the center of a number of brilliant criminal acts. However, his organization is also suspected of being responsible for averting various catastrophes around the globe making him truly the most enigmatic character to ever reign as Street Fighting Champion. His veracity as a fighter is nearly super-human. What is his purpose? What does he hope to achieve?

Sure-killing-technique

- **Psycho Crusher** - Burns his opponents with some sort of mystical aura
- **Head Press**
- **Double Knee Jerk** - Terrifying repeating attack

